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XBOX

LIVE ONLINE ENABLED

ULTRA BUST-A-MOVE



EVERYONE
E
CONTENT RATED BY
ESRB



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing light patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instrucion Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images present during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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ABOUT XBOX LIVE

Take Ultra Bust-A-Move Beyond the Box!

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

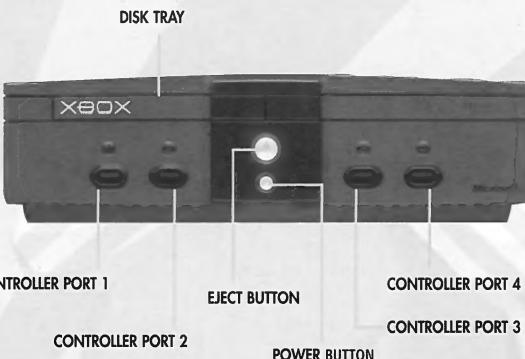
Before you can use Xbox Live™, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see

WWW.XBOX.COM/CONNECT.

How to Play Online

1. Select Xbox Live Mode from the Main Menu screen, then confirm.
2. If you are not already signed in, pick your Gamer Tag and sign in. If no Gamer Tag is shown, select "Sign Up" to create one. (You can create IDs from the Xbox Dashboard. For more details, see Xbox's public web site.)
3. Select from the following items on the Xbox Live Mode menu, then confirm.
 - **Quick Match:** Select to quickly search for games based on preset criteria.
 - **OptiMatch:** Set criteria used to search for games.
 - **Create Match:** Select to create a match, based on certain criteria, for others to play against you.
 - **Scoreboard:** View your score and the scores of other online players.
 - **Option:** Set online options (Voice Masking, Online Presence, Voice through TV).
 - **Sign Out:** Sign out of Xbox Live™ and return to the Sign In screen.
4. Once you've found an opponent, a confirmation message will appear. Choose "OK" to advance to the Character Select screen. Now your online game begins. (If your opponent's connection is cut off or they log off during a game, the game ends immediately.)

CONNECTING YOUR HARDWARE



PREVENTING DAMAGE TO THE GAME DISK AND THE XBOX

In order to prevent damage to your Xbox, please make sure that you:

- Only use Xbox compatible disks.
- DO NOT use oddly shaped disks, such as star-shaped or card-shaped disks.
- DO NOT leave the game disk in the Xbox for extended periods of time while it is not in use.
- DO NOT move the Xbox when a game disk is in the Xbox tray.
- DO NOT put any label or sticker on the game disk.

USING THE XBOX CONTROLLER



1. Insert the Xbox controller into any of the four controller ports on the front of the Xbox.
2. Insert expansion devices, such as the Xbox Memory Unit, as needed, into the expansion slots on the controller.
3. Please refer to this instruction manual, or the on-screen instructions, for a detailed explanation of how to use the controller with this game.

ULTRA BUST-A-MOVE CONTROLS



Basic Controls

Press **Left/Right** on the **Directional Pad** or **Left/Right** using the **Left Thumbstick** to move the launcher and set the target.

Press the **A Button** to launch the bubble in the direction the launcher is aimed.

Advance Controls

Use the **Left** and **Right Triggers** to slowly adjust the launcher.

Press **Up** on the **Directional Pad** or the **Left Thumbstick** to point the launcher straight upward.

PLAYING THE GAME

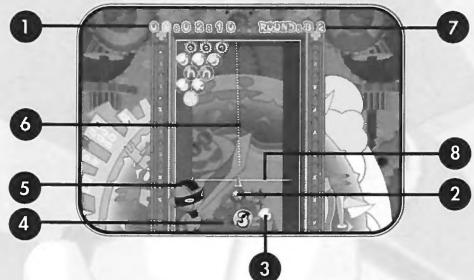
While game objectives vary by mode (see page 8), the main idea is to launch a bubble to make matching groups of three or more bubbles. But don't take too long; if a bubble is not launched within 10 seconds, it will automatically be launched in the direction the launcher is facing. Also, for every 7 bubbles that are launched, the bubble field will drop by one level (note: the bubbles will pulse slightly to warn you when this is about to happen).

Saving and loading of games is performed automatically using the Xbox hard disc. Memory unit is not supported.

MAIN MENU

Press **START** to enter the Main Menu. Press *Left* or *Right* to scroll through Game Modes and Options.

GAME SCREEN



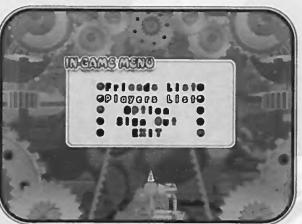
- 1 Total Time
- 2 Bubble ready to be fired
- 3 Next bubble to be fired
- 4 Bubble Launcher
- 5 Player Character
- 6 Guideline for projected path of bubble
- 7 Round Number
- 8 Deadline

PAUSE MENU SCREEN

- **Continue** – returns to game
- **Return to Menu** – returns to main menu screen
- **How To** – descriptions of the bubbles and blocks in game

IN-GAME MENU (FOR XBOX LIVE)

Press **START** button while in *Xbox Live™* mode to access the in-game menu.



- **Friends list** – brings up your Friends List. Send invites to play *Ultra Bust-A-Move* from here.
- **Players List** – shows people you have recently played against on *Xbox Live™*.
- **Option** – set online options (see page 2)
- **Sign Out** – signs you out of *Xbox Live™*, returns to Sign In screen.
- **Exit** – returns to game (if activated while in a game) or menu (if activated while on menu screens)

BUBBLES AND BLOCKS

Naturally, a game about bubbles must have a colorful assortment of them. In addition, there are several blocks to make clearing each level a little more challenging.



Normal Bubble: The most basic bubble. When 3 bubbles of the same color are put together, they will explode.



Rainbow Bubble: When the normal bubble touching it disappears, it will turn into the same color as that of the disappeared bubble.



Star Bubble: When hit by a normal bubble, all other bubbles of the same color on the field will automatically disappear.



Bomb Bubble: This bubble will effectively destroy everything in its vicinity (except Fulcrum blocks).



Metal Bubble: When fired will rip through every bubble it comes in contact with. Disappears once it hits a block or field wall.



Fulcrum Block: Supports all the bubbles around it. When all bubbles around it have been destroyed, it will disappear.



Nuisance Block: A block that can be dropped or destroyed with a bomb bubble.

GAME MODES

Classic Game

The classic bubble-bursting mode! You clear bubbles by matching 3 of the same color. You must clear all the bubbles before they reach the deadline at the bottom. When all bubbles on the screen have been cleared, you have completed the round. Once five rounds have been completed, you will move on to the next stage. Once all stages are complete, you will advance to the next level.

1P (One Player) Challenge

The 1P Challenge consists of three game modes, with each mode lasting 5 rounds. All 5 rounds must be cleared in order to clear each game mode and advance to the next level.

Seesaw Game: The entire field is built like a seesaw. When a bubble is fired on either side of the field, the field will teeter in that direction. Keep the field balanced and clear all the bubbles to clear the puzzle. If the field teeters over a certain angle on either side, it will topple over, causing the game to end. The trick to this puzzle is not just clearing all the bubbles, but also to keep the field properly balanced as well.

Shot Game: The aim of this puzzle is to erase the bubbles that have been set on the field in one shot. If the shot misses, game over. Remember, there is only one shot, so carefully set the launcher and fire!

Blind Game: This puzzle starts off with the player not knowing what color any of the field bubbles are. When a fired bubble sticks to the field bubbles, you will then be able to see the colors of the field bubbles it is touching. Continue to expose all bubbles while clearing them off the screen at the same time.

VS Challenge*

The VS Challenge pits your bubble-bursting skills against a friend or the CPU in the following games. Rounds and number of matches can be set in Options (see page 10):

VS Game: Play head-to-head against another player using two controllers or play against the CPU. Remember, your goal is to defeat your opponent, not simply "clear" your bubbles. The important thing is to drop many bubbles because dropped bubbles from your field are

added to your opponent's field. Against the CPU, the match is 12 rounds.

Count Game: Another head-to-head game played against the CPU or another player where the players take turns using the same launcher. Take turns firing bubbles, trying to outdo each other as to which side can drop the most bubbles. Erasing bubbles doesn't count...it's the number dropped that determines which side wins. Therefore, it's possible for either side to suddenly come from behind and win, or lose the game in the end. However, if the field bubbles cross the deadline, the game ends without either side winning.

Color Game: Just like the Count Game, the Color Game also pits the player against the CPU or another player. Each side takes turns firing bubbles in order to erase the target bubble indicated on the screen. However, if a player fires a bubble and erases any field bubbles, that player gets another turn. The first player to knock down the preset number of target bubbles wins the match. Like the Count Game, if the bubbles cross the deadline, the game is over, without either side winning.

Xbox Live*

Take on challengers across the country using Xbox Live.
(see page 2 for further details)

*Chain Reaction

The Chain Reaction is a nifty technique that allows the player to burst lots of bubbles with a single shot. Chain Reactions will continue automatically as long as conditions permit. Chain Reactions can only take place in the VS Challenge and Xbox Live modes. A Chain Reaction can occur when:

1. There are two (or more) connected, same-colored bubbles on the field which match the color of the dropped bubble.
2. There is room for the dropped bubble to reach these connected, same-colored bubbles.

OPTIONS

- **Game Setting:** change basic settings of Match Points and turn the Guideline ON or OFF
- **Record:** shows top achievements in a variety of game modes
- **Screen Adjustment:** set the screen position

XBOX LIVE MODE (VICTORY POINTS)

Points Gained after Matches

The points gained after each match depend on the rankings of each player and the level of the character used. The more Victory Points a player earns, the higher his/her rank becomes. Please refer to the chart below to see specifically how many points a player can earn after a match.

Player Ranking

Each player is ranked depending on the number of Victory Points they have gained. The rankings and the minimum score required to achieve them are displayed below:

Rank A: 300 Points +

Rank B: 200-299 Points

Rank C: 150-199 Points

Rank D: 100-149 Points

Rank E: 70-99 Points

Rank F: 40-69 Points

Rank G: 20-39 Points

Rank H: 19 Points and below

- Up to 99,999 Victory Points can be gained.

Points Gained After Matches

The points gained after each match depend on the rankings of each player and the level of the character used. The more Victory Points a player earns, the higher his/her rank becomes:

Character Level Player Level	Opponent 2 Levels Lower	Opponent 1 Level Lower	Equal Levels	Opponent 1 Level Higher	Opponent 2 Levels Higher
Opponent 1 rank lower	0 pts	1 pt	2 pts	3 pts	4 pts
Ranks Equal	1 pt	2 pts	3 pts	4 pts	5 pts
Opponent 1 rank higher	2 pts	3 pts	4 pts	5 pts	6 pts
Opponent 2 ranks higher	3 pts	4 pts	5 pts	6 pts	7 pts
Opponent 3 ranks higher	4 pts	5 pts	6 pts	7 pts	8 pts
Opponent 4 ranks higher	5 pts	6 pts	7 pts	8 pts	9 pts
Opponent 5 ranks higher	6 pts	7 pts	8 pts	9 pts	10 pts

- **If Session is cancelled:** Neither player earns any points
- **If Player loses:** 0 pts.

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GUILTY GEAR X2

THE MIDNIGHT CARNIVAL

#RELOAD

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Sammy



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